

Command-line Tools: Animate

ImageMagick

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Use the **animate** program to animate an image sequence on any X server. See [Command Line Processing](#) for advice on how to structure your **animate** command or see below for example usages of the command.

Example Usage

We list a few examples of the animate command here to illustrate its usefulness and ease of use. To get started, lets animate an image sequence in the GIF format:

```
magick animate movie.gif
```

To animate a directory of JPEG images, use:

```
magick animate *.jpg
```

You can find additional examples of using animate in [Examples of ImageMagick Usage](#).

Option Summary

The animate command recognizes these options. Click on an option to get more details about how that option works.

Option	Description
-alpha	on, activate, off, deactivate, set, opaque, copy", transparent, extract, background, or shape the alpha channel

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<u>value</u>	
<u>-backdrop</u>	display the image centered on a backdrop
<u>-background color</u>	background color
<u>-border geometry</u>	surround image with a border of color
<u>-bordercolor color</u>	border color
<u>-channel type</u>	apply option to select image channels
<u>-clip</u>	clip along the first path from the 8BIM profile
<u>-clip-path id</u>	clip along a named path from the 8BIM profile
<u>-coalesce</u>	merge a sequence of images
<u>-colormap type</u>	Shared or Private
<u>-colors value</u>	preferred number of colors in the image
<u>-colorspace type</u>	set image colorspace
<u>-comment string</u>	annotate image with comment
<u>-compress type</u>	image compression type
<u>-contrast</u>	enhance or reduce the image contrast
<u>-crop geometry</u>	preferred size and location of the cropped image
<u>-debug events</u>	animate copious debugging information
<u>-decipher filename</u>	convert cipher pixels to plain
<u>-define</u> <u>format:option</u>	define one or more image format options
<u>-delay</u> <u>centiseconds</u>	animate the next image after pausing
<u>-density geometry</u>	horizontal and vertical density of the image
<u>-depth value</u>	image depth
<u>-despeckle</u>	reduce the speckles within an image
<u>-display server</u>	get image or font from this X server
<u>-dispose method</u>	layer disposal method
<u>-dither method</u>	apply error diffusion to image

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-enhance	apply a digital filter to enhance a noisy image
-extract <i>geometry</i>	extract area from image
-filter <i>type</i>	use this filter when resizing an image
-flatten	flatten a sequence of images
-flip	flip image in the vertical direction
-flop	flop image in the horizontal direction
-frame <i>geometry</i>	surround image with an ornamental border
-gamma <i>value</i>	level of gamma correction
-geometry <i>geometry</i>	preferred size or location of the image
-gravity <i>geometry</i>	horizontal and vertical backdrop placement
-help	print program options
-identify	identify the format and characteristics of the image
-immutable <i>type</i>	prohibit image edits
-interlace <i>type</i>	type of image interlacing scheme
-interpolate <i>method</i>	pixel color interpolation method
-label <i>name</i>	assign a label to an image
-limit <i>type value</i>	pixel cache resource limit
-log <i>format</i>	format of debugging information
-map <i>filename</i>	transform image colors to match this set of colors
-mattecolor <i>color</i>	frame color
-monitor	monitor progress
-monochrome	transform image to black and white
-negate	replace each pixel with its complementary color
-page <i>geometry</i>	size and location of an image canvas (setting)
-profile <i>filename</i>	add, delete, or apply an image profile

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<u>-quiet</u>	suppress all warning messages
<u>-raise <i>value</i></u>	lighten/darken image edges to create a 3-D effect
<u>-regard-warnings</u>	pay attention to warning messages.
<u>-remote <i>command</i></u>	execute a command in an remote animate process
<u>-resample <i>geometry</i></u>	change the resolution of an image
<u>-resize <i>geometry</i></u>	resize the image
<u>-respect- parentheses</u>	settings remain in effect until parenthesis boundary.
<u>-roll <i>geometry</i></u>	roll an image vertically or horizontally
<u>-rotate <i>degrees</i></u>	apply Paeth rotation to the image
<u>-sample <i>geometry</i></u>	scale image with pixel sampling
<u>-sampling-factor <i>geometry</i></u>	horizontal and vertical sampling factor
<u>-scene <i>value</i></u>	image scene number
<u>-segment <i>values</i></u>	segment an image
<u>-seed <i>value</i></u>	seed a new sequence of pseudo-random numbers
<u>-set <i>attribute value</i></u>	set an image attribute
<u>-sharpen <i>geometry</i></u>	sharpen the image
<u>-size <i>geometry</i></u>	width and height of image
<u>-strip</u>	strip image of all profiles and comments
<u>-thumbnail <i>geometry</i></u>	create a thumbnail of the image
<u>-transparent-color <i>color</i></u>	transparent color
<u>-trim</u>	trim image edges
<u>-update <i>seconds</i></u>	detect when image file is modified and reanimate
<u>-verbose</u>	print detailed information about the image

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<u>method</u>	the image
<u>-visual</u>	animate image using this visual type
<u>-window id</u>	animate images to background of this window
<u>-window-group id</u>	exit program when this window id is destroyed

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